machine-detecting a score and/or per:Tormance of each player in a particular session of the video game,

backfeeding into the daming environment a video image of a currently high-scoring player, and

displaying the gaming environment, and the video image of the currently high-scoring player of the multiple players in a prominent location, during the particular session of the video game.

Four times amended) A video game system being arranged for running a multi-player video gaming environment, comprising

a user interface that is configured to enable each player of multiple players to interact with the gaming environment,

a detector that is configured to detect a score and/or performance of each player during a particular session of the wideo game,

a backfeeding device that is configured to:

backfeed into the gaming environment a video image of a currently high-scoring player of the multiple players, and

a display that is configured to display the gaming environment, and the video image of the currently high-scoring player in a relatively prominent position, during the particular session of the video game, and



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one or more cameras that are configured to provide the video image of each player.